Flame Magus

Human / Church of Parmus — No.001

Magic Attack

Hellfire Spitter

Bug / None — No.002

Quickness

Freedonian Wanderer

Elemental / None — No.003

While Freedonian Wanderer is on a non-Fire field, you gain 1 mana each time you summon an allied creature.

Partmole Flame Lizard

Lizard / Dhees Empire — No.004

Quickness

The Activation Cost to attack with Partmole Flame Lizard is 1 less than listed.

Firefly Ninja

Human / Yaksha — No.005

While Firefly Ninja is on a Fire field it gains *Perfect Dodge*.

Firefly Ninja gains *Invisibility* while at least one allied Spider Ninja is on the board.

Great Minos of Sciondar

Titan / None — No.006

Perfect Dodge.

The Activation Cost to attack with Great Minos is 1 less than listed.

Destroy Great Minos if he is on a non-Fire field.

Flame Ascetic

Human / Cult of Mourning — No.007

Flame Ascetic adds 2 to its Attack *half the time*.

The Activation Cost to attack with Flame Ascetic is 2 less than listed.

Partmole Flame Guard

Demon / Dhees Empire — No.008

Partmole Flame Guard adds 2 to its Attack if at least one target creature is on a Water field.

Lesser Granvenoa

Base / Cai-Shae — No.009

Fortress.

Fields adjacent to Lesser Granvenoa cannot be *fieldquoked* or exchanged.

Destroy Lesser Granvenoa if it is on a Water field.

Partmole Fire Oracle

Demon / Church of Parmus — No.010

Magic Attack.

If Partmole Fire Oracle is destroyed, all allied creatures on board gain 1 HP.

Triceptaur Behemoth

Beast / Dhees Empire — No.011

When Triceptaur Behemoth attacks 2 creatures, subtract 2 from its Attack.
When attacking 3 creatures, subtract 4 from its Attack.

Pursuer of Saint Dhees

Demon / None — No.012

Pursuer of Saint Dhees' Attack is equal to 5 plus the number of other creatures on the board.

The Activation Cost to attack with Pursuer of Saint Dhees is 5 less than listed.

Infernal Sciondar Dragon

Dragon / Dhees Empire — No.013

Infernal Sciondar Dragon's Attack is equal to 5 plus the number of other Fire creatures on the board.

While Infernal Sciondar Dragon is on a Fire field, its Activation Cost to attack is 3 less than listed.

Didi the Enlightened

Hero / Cai-Shae — No.014

Quickness.

Didi attacks the same target twice. The target's counterattack occurs after the second attack. Didi adds 1 to his Attack if the target creature is on a Fire field.

While Didi is on the board, no Fire field can be *fieldquaked* or exchanged.

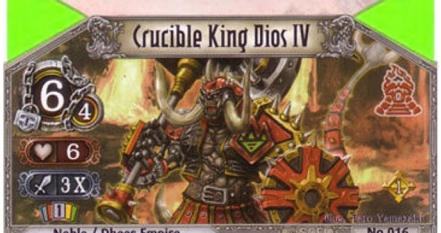
Warden Hilda

Betrayer / Cai-Shae — No.015

Warden Hilda adds 1 to her attack if the target is a Fire creature.

If Warden Hilda is summoned on a non-Fire field, you gain possession of any enemies on a Fire field.

Crucible King Dios IV



Noble / Dhees Empire — No.016

King Dios attacks the same target twice. The counterattack of target creature occurs after second attack.

While King Dios is on a Fire field, he must use his *Magic Attack*, which affects the target and all enemies adjacent to it. The Attack value is equal to the number of Fire fields.

Sciondar Fire God

God / Unknown — No.017

Incarnation.

Sciondar Fire God's *Magic Attack* targets all enemies on non-Fire fields.

Destroy Sciondar Fire God if he is on a Biolith field.

Red Cubic

Egg / Unknown — No.018

Sacrifice Red Cubic to summon a non-cubic Fire creature in its place (facing any direction) without paying the Summoning Cost. The summoned creature cannot attack on this turn. This does not end your turn.

Monk Elder of Okunada

Merfolk / Okunada Monastery — No.019

All allied creatures on adjacent fields gain one *Dodge* attempt.

Tritonan Ice Guard

Elemental / Tritonan Queendom — No.020

When Tritonan Ice Guard is summoned to a non-Water field, draw a card.

Tritonan Harpoonsman

Merfolk / Tritonan Queendom — No.021

While on a Water field, Tritonan Harpoonsman gains one *Dodge* attempt.

Aluhja Priestess

Human / Church of Parmus — No.022

Magic Attack.

While on a Water field, Aluhja Priestess gains one *Dodge* attempt.

Tentacles of Possession

Beast / None — No.023

Tentacles of Possession gain *Possession* of the enemy directly in front of it.

Wolf Ninja

Human / Yaksha — No.024

Wolf Ninja gains *Invisibility* while at least one allied Swallow Ninja is on the board.

If Wolf Ninja damages a creature on a Water field, it changes places with that creature (who cannot counterattack).

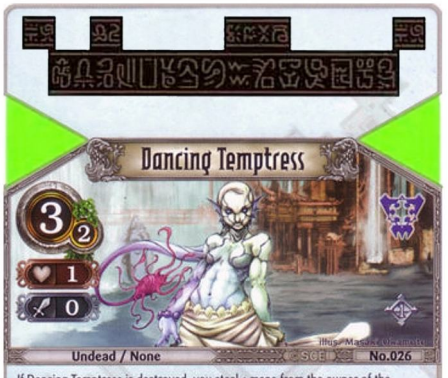
Cloud Runner

Weapon / Siam Pirates — No.025

When Cloud Runner is summoned, draw cards equal to the number of Water fields.

Dodge attempt.

Dancing Temptress



Undead / None — No.026

If Dancing Temptress is destroyed, you steal 1 mana from the owner of the creature on the field in front of her.

If Dancing Temptress is destroyed, the creature on the field in front of her is moved to the field she was previously on.

Venoan Assassin

3 2 | ♥ 3 | 2 | 1

Human / Corsez Family — ©SCEI — No.027

Venoan Assassin always attacks the back of its target.

Queen's Servant

4 2 | ♥ 1 | 1

Elemental / Tritonan Queendom — ©SCEI — No.028

Magic Attack.

Perfect Dodge.

If Queen's Servant is destroyed, steal 1 mana from your opponent.

Moving Isle of Kadena

4 2 | ♥ 4 | 1

Beast / Tritonan Queendom — ©SCEI — No.029

Fortress.

If Moving Isle of Kadena is summoned to a non-Water field, steal mana from your opponent equal to the number of Water fields.

Destroy Moving Isle of Kadena if it is on a Fire field.

Don of Venoa

5 3 | ♥ 3 | 2

Titan / Corsez Family — ©SCEI — No.030

While on a Water field, Don must use his secondary attack.

Don gains one *Dodge* attempt for each adjacent enemy.

Adjacent allied creatures gains one *Dodge* attempt.

Dragon of Voice Sea

7 4 | ♥ 8 | 5

Dragon / Tritonan Queendom — ©SCEI — No.031

Dragon of Voice Sea's Attack is equal to 5 plus the number of other Water creatures on the board.

While Dragon of Voice Sea is on a Water field, if you summon a creature to an adjacent field, draw a card.

Mercenary Savior Latoo

3 2 | ♥ 3 | 2

Hero / Tritonan Queendom — ©SCEI — No.032

Dodge attempt.

Latoo adds 1 to his Attack if at least one target creature is on a Water field.

While Latoo is on the board, all other allied creatures on Water fields gain one *Dodge* attempt.

©SCEI

Siam, Traitor of Seas

3 2 | ♥ 4 | 2

Betrayer / Siam Pirates — ©SCEI — No. 033

Siam attacks the same target twice. The *counterattack* of target creature occurs after second attack. Siam adds 1 Attack if the target creature is a Water creature.

All enemies on Water fields subtract 1 from their attack.

©SCEI

Imposter Queen Anfisa

6 2 | ♥ 5 | 2

Noble / Tritonan Queendom — ©SCEI — No.034

Magic Attack.

While on a Water field, Imposter Queen Anfisa gains Possession of all enemies on adjacent fields.

Goddess Tritona

God / Unknown — No.035

Incarnation.

Goddess Tritona's Magic Attack targets all enemies on non-Water fields.

Destroy Goddess Tritona if she is on a Biolith field.

Blue Cubic

Egg / Unknown — No.036

Sacrifice Blue Cubic to Summon a non-cubic Water creature in its place (facing any direction) without paying the Summoning Cost. The summoned creature cannot attack this turn. This does not end your turn.

Verzar Canine

Beast / Val na Vos — No.037

Allied creatures on adjacent fields gain +1 *Protection*.

Verzar Foot Soldier

Human /Val na Vos — No.038

Verzar Foot Soldier adds 1 to his Attack if at least one other allied Verzar Foot Soldier is on the board.

Stone Wing Dwarf

Dwarf / Hammer Valley — No.039

Stone Wing Dwarf gains *Protection* equal to the number of allied Giant Axe Dwarves on the board.

Skeleton Soldier

Undead / Novogus Dynasty — No.040

If Skeleton Soldier is destroyed, you gain 1 additional mana.

Giant Axe Dwarf

Dwarf / Hammer Valley — No.041

Giant Axe Dwarf adds 1 to his Attack for every allied Stone Wing Dwarf on the board.

Spider Ninja

Human / Yaksha — No.042

Magic Attack.

Spider Ninja gains *Invisibility* while at least one allied Wolf Ninja is on the board.

If Spider Ninja damages a creature on an Earth field, it switches locations with that creature (who cannot counterattack).

Novogus Catapult

Weapon / Novogus Dynasty — No.043

If Novogus Catapult is destroyed, you gain mana equal to the number of Earth fields.

Dark Yokozuna Sekimaru

Titan / Val na Vos ©SCEI No.044

If Dark Yokozuna Sekimaru attacks (but does not destroy) a creature, that creature is pushed back one field in the direction of the attack (provided the field is empty) and cannot counterattack.

Se Hollyn Fortress

Base / Val na Vos ©SCEI No.045

Fortress.

Allied creatures on adjacent fields gain +2 *Protection*.

Destroy Se Hollyn Fortress if it is on a Wood field.

Novogus Golem

Beast / Novogus Dynasty ©SCEI No.046

Novogus Golem gains *Protection* equal to the number of empty fields.

Dungeon of Ten Tyrants

Base / Val na Vos ©SCEI No.047

Fortress.

While Dungeon of Ten Tyrants is on a non-Earth field, gain 1 mana during your Resolution Phase.

Destroy Dungeon of Ten Tyrants if it is on a Wood field.

Verzar Elephant Brigade

Elemental / Val na Vos ©SCEI No.048

Verzar Elephant Brigade must use its secondary attack while it is on an Earth field.

While Verzar Elephant Brigade is on an Earth field, allied creatures on adjacent fields add 2 to their Attack and 1 to their Activation Cost.

Undead Dragon

Dragon / Novogus Dynasty ©SCEI No.049

Undead Dragon's Attack is equal to 5 plus the number of other Earth creatures on the board.

While Undead Dragon is on an Earth field, gain 1 additional mana whenever an adjacent allied creature is destroyed.

Arelai the Protector

Hero / Saint Val Devotee ©SCEI No.050

Arelai gains *Protection* equal to the number of Earth fields.

Arelai adds 1 to his Attack if at least one target creature is on an Earth field.

All other allied creatures on Earth fields gain +1 *Protection*.

Black Hood Dwarf Vulitra

Betrayer / Black Hoods ©SCEI No.051

Vulitra adds 1 to his attack if at least one target creature is an earth creature.

If Vulitra is destroyed on a non-Earth field, your opponent must discard cards equal to the number of Earth fields.

Undead King Novogus

Noble / Novogus Dynasty — No.052

Magic Attack.
If Undead King Novogus is on a non-Earth field and damages a creature, *fieldquake* the target creature's field. The target creature cannot counterattack.

Novogus Gravekeeper

God / Unknown — No.053

Incarnation.
Novogus Gravekeeper's *Magic Attack* targets all enemies on non-Earth fields.
Destroy Novogus Gravekeeper if it is on a Biolith field.

Yellow Cubic

Egg / Unknown — No.054

Sacrifice Yellow Cubic to summon a non-cubic Earth creature in its place (facing any direction) without paying the Summoning Cost. The summoned creature cannot attack this turn. This does not end your turn.

Leapfrog Bandit

Anthromorph / Green Bandits — No.055

If Leapfrog Bandit is destroyed on a non-Wood field, your opponent must discard 1 card.

Green Lycanthrope

Anthromorph / Til Vorg Monarchy — No.056

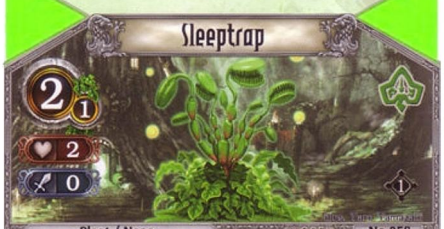
When Green Lycanthrope is summoned, *half the time* add 3 to its HP and 2 to its Attack.

Bewitching Elf Archeress

Elf / Northern Forces — No.057

When Archeress damages (but does not destroy) a creature, that creature is rotated 180° and cannot counterattack.

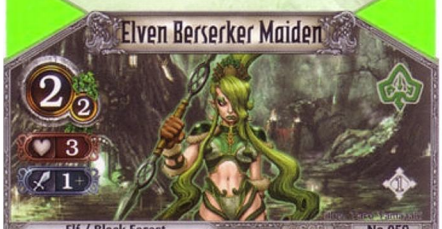
Sleeptrap



Plant / None — No.058

Enemies on adjacent fields add 1 to their Activation Cost.

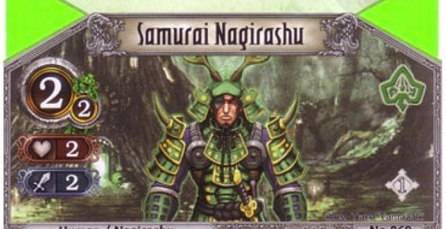
Elven Berserker Maiden



Elf / Black Forest — No.059

While Elven Berserker Maiden has exactly 1 HP, she adds 2 to her Attack and gains a *Dodge* attempt.

Samurai Nagirashu



Human / Nagirashu — No.060

If Samurai Nagirashu is destroyed on a Wood field, your opponent must discard 1 card.

Twin Goblins

2 (1) | ♥ 3 | ⚔ 1

Goblin / Green Bandits — ©SCEI — No.061

Swallow Ninja

3 (2) | ♥ 3 | ⚔ 1

Human / Yaksha — ©SCEI — No.062

Swallow Ninja gains *Invisibility* while at least one allied Firefly Ninja is on the board.

When Swallow Ninja damages (but does not destroy) a creature, that creature is rotated so that its back faces Swallow Ninja. The target creature cannot counterattack.

Juno Tree Haunt

3 (1) | ♥ 1 | ⚔ 2

Titan / Northern Forces — ©SCEI — No.063

Perfect Dodge.

Destroy Juno Tree Haunt if it is on a non-Wood field.

Elven Rider

4 (2) | ♥ 4 | ⚔ 2

Elf / Til Vorg Monarchy — ©SCEI — No.064

If Elven Rider is destroyed on a non-Wood field, your opponent must discard cards equal to the number of Wood fields.

Juno Prisoner Trap

4 (2) | ♥ 4 | ⚔ 0

Plant / Black Forest — ©SCEI — No.065

Fortress.

When an enemy is summoned to a field adjacent to Juno Prisoner Trap, all other allied creatures gain 1 HP.

Destroy Prisoner Trap if it is on an Earth field.

Elven Death Dancer

5 (4) | ♥ 3 | ⚔ 1

Elf / Black Forest — ©SCEI — No.066

Magic Attack.

If Elven Death Dancer damages (but does not destroy) a creature, she switches locations with that creature (who cannot counterattack).

Enemies on adjacent fields add 3 to their Activation Cost.

Juno Forest Dragon

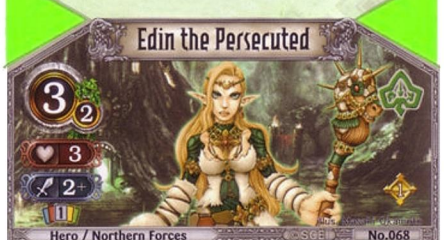
7 (4) | ♥ 8 | ⚔ 5+

Dragon / Til Vorg Monarchy — ©SCEI — No.067

Juno Forest Dragon's Attack is equal to 5 plus the number of other Wood creatures on the board.

While Juno Forest Dragon is on a Wood field, enemies on adjacent fields add 2 to their Activation Cost.

Edin the Persecuted



3 (2) | ♥ 3 | ⚔ 2+ | (1)

Hero / Northern Forces — ©SCEI — No.068

Magic Attack.

Edin adds 1 to her Attack if the target creature is on a Wood field.

All other allied creatures on Wood fields gain *Invisibility*.

©SCEI

Inquisitor Koog

3 2 | ♥ 4 | ⚔ 2+ | 1

Betrayer / Church of Parmus ©SCEI No. 069

Inquisitor Koog adds 1 to his attack if the target creature is a Wood creature.
If Inquisitor Koog is destroyed, you gain additional mana equal to the number of enemies.

©SCEI

Green Erlking Zomba

6 3 | ♥ 6 | ⚔ 3 | 1

Noble / Green Bandits ©SCEI No.070

Zomba must use its secondary attack while it is on a Wood field.
While Zomba is on a Wood field, each time an allied creature is destroyed, your opponent must discard a card.

Exalted Elven Deity

9 5 | ♥ 9 | ⚔ 3 | 1

God / Unknown ©SCEI No.071

Incarnation.
Exalted Elven Deity's *Magic Attack* targets all enemies on non-Wood fields.
Destroy Exalted Elven Deity if it is on a Biolith field.

Green Cubic

1 1 | ♥ 1 | ⚔ 0

Egg / Unknown ©SCEI No.072

Sacrifice Green Cubic to summon a non-cubic Wood creature in its place (facing any direction) without paying the Summoning Cost. The summoned creature cannot attack this turn. This does not end your turn.

Biolith Bomber

3 2 | ♥ 3 | ⚔ 1 | 1

Blitz / Biolith Castle ©SCEI No.073

Biolith Bomber adds 2 to its Attack if the target creature has a Summoning Cost of 2 or lower.

Biolith Stinger

3 2 | ♥ 1 | ⚔ 0

Bug / Biolith Castle ©SCEI No.074

Dodge attempt.
If Biolith Stinger damages (but does not destroy) a creature, it switches locations with that creature (who cannot counterattack).

Imperial Biolith Guard

3 2 | ♥ 4 | ⚔ 2 | 1

Mech / Biolith Castle ©SCEI No.075

Gain 1 mana each time you summon a creature to a Biolith field.

Biolith Battle Chariot

4 4 | ♥ 5 | ⚔ 3 | 1

Weapon / Biolith Castle ©SCEI No.076

Morning Star Warrior

4 2 | ♥ 3 | ⚔ 2+ | 1

Mech / Biolith Castle ©SCEI No.077

Morning Star Warrior adds 2 to its Attack if the target creature has 5 or more HPs.
Morning Star Warrior gains *Protection* equal to the number of allied Biolith creatures.

Biolith Ninja

Mech / Biolith Castle ©SCEI No.078

While Biolith Ninja is on a Biolith field, it gains *Perfect Dodge*.
Biolith Ninja always attacks the back of its target.

Behemoth Groundbreaker

Weapon / Biolith Castle ©SCEI No.079

When Behemoth Groundbreaker is summoned, *fieldquake* all adjacent fields.

Dragoon Dragon Cavalry

Mech / Biolith Castle ©SCEI No.080

Dragoon Dragon Cavalry attacks the same target twice. The counterattack of target creature occurs after the second attack.
All enemy dragons subtract 3 from their Attack.

Taurus Monolith

Titan / Biolith Castle ©SCEI No.081

If Taurus Monolith attacks (but does not destroy) a creature, that creature is pushed back one field in the direction of the attack (provided the field is empty) and cannot counterattack.

Aegis Citadel

Base / Biolith Castle ©SCEI No.082

Fortress.
All other allied creatures of the same element as the field Aegis Citadel is on gain *Invisibility*.

Arc Satellite Cannon

Blitz / Biolith Castle ©SCEI No.083

Magic Attack.

Ouroboros Dragon

Dragon / Biolith Castle ©SCEI No.084

Ouroboros Dragon's Attack is equal to 7 plus the number of other Biolith creatures on the board.
While Ouroboros Dragon is on a Biolith field, no field can be *fieldquoked* or exchanged.

Tino, Son of Scion

Hero / Biolith Castle ©SCEI No.085

Tino's *Magic Attack* targets all enemies of the same element as the target.
While Tino is on a Biolith field, his Attack is equal to 1 plus the number of other allied Biolith creatures.
Gain 1 mana each time you summon a creature.

Wormak Heir to the Bioliths

4 2 | ♥ 4 | ⚔ 2+ | 1

Betrayer / Biolith Castle — No.086

If the target is an enemy Biolith, Wormak's Attack is equal to 2 plus the number of non-Biolith creatures on the board.

Gain 1 mana each time an enemy is summoned.

©SCEI

Scion, Biolith Lord

6 3 | ♥ 5 | ⚔ 2 | 1

Noble / Biolith Castle — No.087

Scion's *Magic Attack* targets all enemies of the same element as the target.

All other allied Biolith creatures subtract 2 from their Activation Cost.

Guardian Watchtower

6 3 | ♥ 10 | ⚔ 1 | 1

Ancient / Biolith Castle — No.088

Guardian Watchtower's *Magic Attack* targets all enemies of the same element as the target.

When Guardian Watchtower damages (but does not destroy) a creature, that creature is rotated 180° and cannot counterattack.

While an allied Scion is on the board, gain mana equal to the number of allied creatures on the board during your Resolution Phase.

Phaseus, Biolith God

9 6 | ♥ 12 | ⚔ 4 | 1

God / Biolith Castle — No.089

Incarnation.

Phaseus's *Magic Attack* targets all enemies.

Destroy Phaseus if he is on a non-Biolith field.

White Cubic

1 1 | ♥ 1 | ⚔ 0 | 1

Egg / Unknown — No.090

White Cubic does not belong to any element.

Sacrifice White Cubic to summon any creature in its place (facing any direction) without paying the Summoning Cost. This summoned creature cannot attack this turn. This does not end your turn.

Dodge attempt.

Parmetic Holy Feast

0 | 1

Ritual — No.091

Discard a creature. You gain 2 mana.

❖ Offer this card to the Eye then offer the discarded creature.

Goghlie Altar

0 | 1

Ritual — No.092

Both players gain mana equal to the number of enemies on the board.

❖ Offer this card to the Eye.

Summoner Mesmer's Lapse

0 | 1

Ritual — No.093

Discard a creature. Your opponent loses mana equal to the summoning cost of the discarded creature.

❖ Offer this card to the Eye then offer the discarded creature.

Beguiling Fog

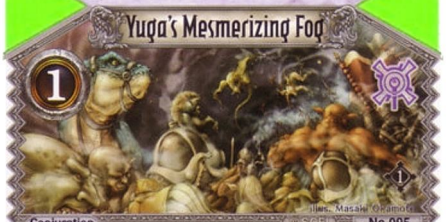
0 | 1

Conjuration — No.094

Rotate target creature in any direction.

❖ Place this card on top of the target creature in the direction you wish it to face.

Yuga's Mesmerizing Fog



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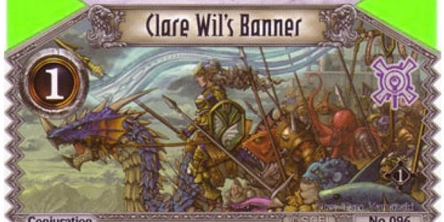
Conjuration · SGE · No.095

Choose one allied creature. Rotate all adjacent enemies so that their backs are facing that creature.

❖ Place this card on top of the target creature.

Clare Wil's Banner



1

Conjuration · SGE · No.096

Add 2 to the Attack of one allied creature until the end of the turn.

❖ Place this card on top of the target creature.

Healing Shower

2

Conjuration · SGE · No.097

All allied creatures of a chosen element gain 3 HP.

❖ Place this card on an allied creature belonging to the desired element.

Fissures of Goghlie

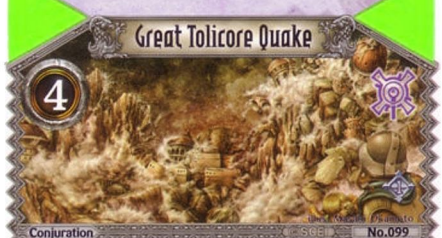
2

Conjuration · SGE · No.098

Fieldquake any 1 field.

❖ Place this card on the target field.

Great Tolicore Quake



4

Conjuration · SGE · No.099

Fieldquake all fields of a chosen element.

❖ Place this card on a field of the chosen element.

Summoner Mesmer's Errand

1

Conjuration · SGE · No.100

Draw 2 cards.

❖ Offer this card to the Eye then draw 2 cards.

Tinoan Telekinesis

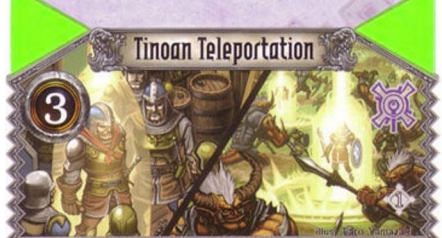
2

Conjuration · SGE · No.101

Move 1 allied creature to an empty field without changing its orientation.

❖ Place this card over the target creature, then select an empty field.

Tinoan Teleportation



3

Conjuration · SGE · No.102

Switch the locations of two allied creatures without changing their orientations.

❖ Place this card over the 1st target, then the 2nd target.

Sciondar Inferno

0

Dominion · SGE · No.103

Discard 2 creatures (at least one must be a Fire creature). This spell targets all enemies on and adjacent to a selected Fire field. Target creatures are dealt magic damage equal to the number of Fire fields.

❖ Place this card on target field then offer the discarded creatures to the Eye.

Ice Flood of Okunada

0

Dominion — No.104

Discard 2 creatures (at least one must be a Water creature). This spell targets all enemies on and adjacent to a selected Water field. Target creatures are dealt magic damage equal to the number of Water fields.

❖ Place this card on target field then offer the discarded creatures to the Eye.

Fist of Verzar

0

Dominion — No.105

Discard 2 creatures (at least one must be a Earth creature). This spell targets all enemies on and adjacent to a selected Earth field. Target creatures are dealt magic damage equal to the number of Earth fields.

❖ Place this card on target field then offer the discarded creatures to the Eye.

Wrathful Winds of Juno

0

Dominion — No.106

Discard 2 creatures (at least one must be a Wood creature). This spell targets all enemies on and adjacent to a selected Wood field. Target creatures are dealt magic damage equal to the number of Wood fields.

❖ Place this card on target field then offer the discarded creatures to the Eye.

Blinding Skies

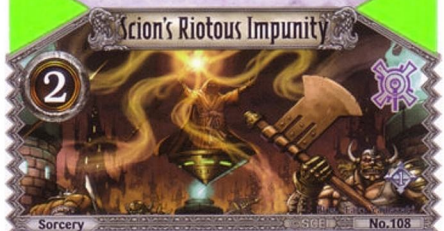
0

Dominion — No.107

Discard 2 creatures (at least one must be a Biolith creature). This spell targets all enemies on and adjacent to Biolith fields. Target creatures are dealt magic damage equal to the number of Biolith fields. Each target creature is only affected once.

❖ Offer this card to the Eye then offer the discarded creatures.

Scion's Riotous Impunity



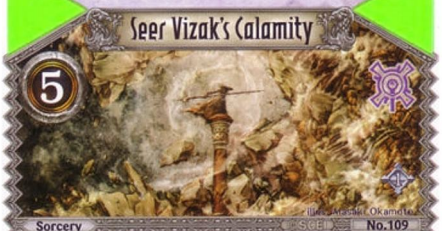
2

Sorcery — No.108

Starting from the center field, all creatures engage in battle, clockwise one at a time. Playing this card ends your turn.

❖ Place this card on the center field, pointing in the direction which the battle will start.

Seer Vizak's Calamity



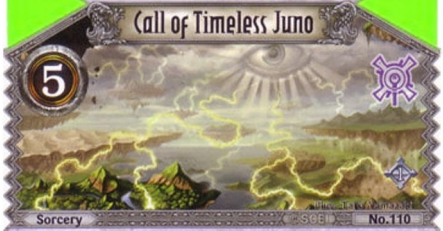
5

Sorcery — No.109

Fieldquake all fields. Playing this card ends your turn.

❖ Offer this card to the Eye.

Call of Timeless Juno



5

Sorcery — No.110

Exchange two fields. Creatures remain in the same location while the fields are exchanged. Playing this card ends your turn.

❖ Place this card on the first field, then on the second field.